

Command & Conquer

RAVENS CORPS



INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

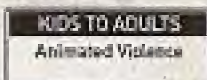
This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.™



Thank you for selecting the Blast Corps™ Game Pak for your Nintendo 64® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



©1997 Nintendo/Rare. Game by Rare.
™, ® and the "N" logo are trademarks of Nintendo of America Inc.
©1997 Nintendo of America Inc.



TABLE OF CONTENTS

CONTROLLER FUNCTIONS	PAGE 4
STORY	PAGE 6
VEHICLES	PAGE 8
GAME SCREENS	PAGE 20
ITEMS OF INTEREST	PAGE 21
WARRANTY INFORMATION	PAGE 23

THE NINTENDO 64 CONTROLLER™

Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angle and direction of its movement. This allows subtle control that is not possible using the conventional 4-Button Pad.

When using the Control Stick power ON, do not move the Control Stick more than 10 seconds from the console.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set to neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, lift up the Control Stick so it can return to its center position (as shown in the picture on the right) then press **START** while holding the **C** and **R** Buttons.



The Control Stick is a precision instrument, make sure not to get caught up with foreign objects near it. If you need assistance, contact Nintendo Consumer Resistance at 1-800-299-3700 or your nearest Nintendo Authorized Repair Center.

Holding The Controller

When playing Blast Corps, we recommend you use the hand position as shown in right.

By tilting the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily operate the **A**, **B** & **C** Buttons.



Place your left index finger where it feels comfortable, but rest it against where you might accidentally press the **Z** Button on the back of the controller.



Connecting The Nintendo 64 Controller

To play Blast Corps, you must connect a controller to Socket One located on the front panel of the Console Deck.

If you change the controller during the game, you will need to either press **RESET** or turn the power OFF to make the new connection active.

NOTICE! USING THE N64 CONTROLLER PAK™ WITH BLAST CORPS WILL ENHANCE YOUR GAME PLAY EXPERIENCE!

Please carefully read and follow the information in the N64 Controller Pak instruction booklet.

The N64 Controller Pak is a portable memory cartridge for saving game data, controller buffer configurations, built-up character attributes and more. After saving the game information in a N64 Controller Pak, you can download the information again later or bring your N64 Controller Pak with you and load your saved game information on any Nintendo 64 system.

Saving Information

When using a N64 Controller Pak with Blast Corps, you can save up to four individual games. Make sure that the N64 Controller Pak is correctly inserted in your Controller when you turn the power ON. The game automatically presents a selection screen (showing the game slot). Highlight the desired "empty" game slot using the Control Stick on the Control Pak, and press **START** to enter your name. After you have entered your name, press **START** to confirm your entry and begin a new game.

Loading Information

Insert the N64 Controller Pak into the second Blast Corps expansion slot. Then go up to four game slots that can have information saved in them. Highlight a game slot that you want to load and press **START**. After you've confirmed your selection, start playing. To load a different slot, press **RESET** on the Control Deck, then select a different game slot.

Memory Management Screen

You can access the Memory Management screen by pressing and holding **START**, then turn ON your Nintendo 64 system. Continue to hold **START** until the Memory Management screen appears. The screen allows you to manage the information on your N64 Controller Pak. You may select information to create additional slots on your Controller Pak. On the Memory Management screen, highlight the Memory slot you want to delete and then press the **A** Button. To exit this screen, press the **B** Button.

NOTE: Depending on the available space on your Controller Pak, you may save up to four games. Blast Corps will save a maximum of 96 pages of information on your Control Pak. If not specified.

NOTE: Saved data may be erased if Reset is entered, or if the Power is turned OFF during screen transitions.

NOTE: If a Controller Pak is inserted when attempting to access the Memory Management screen, you will be given the option to erase the data on the internal memory chip.

* The controller designed for this player, its price, or its availability is variable.



THE STORY

Walt Corp's leaders in the field of heavy duty excavation through a combination of skill, experience and cutting-edge technology. Since its birth, the company has applied its unique talents to the problem of urban decay, renovating and revitalizing cities from one end of the country to the other. A key to their success has been initial design: the people of the project were Jews. In the heavy vehicle development bay at the factory base called Keller.

While demolishing a great natural Park, the founding members of the team - Apple, Card, Bellow and Spire - were never happy with the ultimate purpose of their machine. It was Wally who stood up to the other members of the team and left his job. He began to work on the machine, and in the process, he discovered that the machine could be used to do more than just demolish. It could be used to build. That was five years ago. But now, in the present day, with peace in danger and a world in a state of war.



A gift of divine nuclear energy, in order to a safe environment, the machine is to be used. Sadly damaged, the machine automatically locks into the most dangerous mode. But miraculously, the machine is still alive, and miraculously, the machine is still alive. They find out where the machine is hidden, a certain heavy military base. The kind of machine prevents anyone from getting close to the machine carrier, and people in the line have that over the machine, but they are no longer a permanent machine. Standing in the world's final hope, Walt Corp must find the way to ground zero. Gather a team of people who can do anything and everything under the threat of nuclear winter.

DAMDOZER

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C + Button: Rotate camera left
- C - Button: Rotate camera right
- L/R Buttons: Sound horn
- Control Stick: Left/right turns vehicle
- + Control Pad: Left/right turns vehicle
- START: Pause/Options menu



BACKLASH

BACKLASH

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C + Button: Rotate camera left
- C - Button: Rotate camera right
- L/R Buttons: Hold while burning to slide
- Control Stick: Left/right turns vehicle
- + Control Pad: Left/right turns vehicle
- START: Pause/Options menu





SKYFALL

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ◀ Button: Rotate camera left
- C ▶ Button: Rotate camera right
- L/R Buttons: Timed turbo boost
- Control Stick: Left/right turns vehicle
- ⊕ Control Pad: Left/right turns vehicle
- START: Pause/Options menu



THUNDERFIST

- A Button: When running, press to somersault
- B Button: When running, press to somersault
- Z Button: Stop and exit vehicle
- C ▲ Button: Zoom camera in
- C ▼ Button: Zoom camera out
- C ◀ Button: Rotate camera left
- C ▶ Button: Rotate camera right
- L/R Buttons: Same as A button
- Control Stick: Move in direction pressed
- ⊕ Control Pad: No function
- START: Pause/Options menu



CYCLONE SUIT

- A Button: Tumble while running
B Button: Tumble while running
Z Button: Stop and exit vehicle
C ▲ Button: Zoom camera in
C ▼ Button: Zoom camera out
C ◀ Button: Rotate camera left
C ▶ Button: Rotate camera right
L/R Buttons: When running, press to tumble
Control Stick: Move in direction pressed
+ Control Pad: No function
START: Pause/Options menu



J-BOMB

- A Button: Activate jets
B Button: Stomp
Z Button: Stop and exit vehicle
C ▲ Button: Zoom camera in
C ▼ Button: Zoom camera out
C ◀ Button: Rotate camera left
C ▶ Button: Rotate camera right
L/R Buttons: Activate jets
Press L Button to Stomp
Control Stick: Move in the direction pressed
+ Control Pad: No function
START: Pause/Options menu





DANGER

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Fly wheels
- Control Stick: Left/right turns vehicle
- ↑ Control Pad: Left/right turns vehicle
- START: Pause/Options menu



DANGER

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C ← Button: Rotate camera left
- C → Button: Rotate camera right
- L/R Buttons: Activate slide punches
- Control Stick: Left/right turns vehicle
- ↑ Control Pad: Left/right turns vehicle
- START: Pause/Options menu





DIEMERS & VAN

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C + Button: Rotate camera left
- C - Button: Rotate camera right
- L/R Buttons: Sound horns
- Control Stick: Left/right turns vehicle
- ↑ Control Pad: Left/right turns vehicle
- START: Pause/Options menu



POLICE CAR

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C + Button: Rotate camera left
- C - Button: Rotate camera right
- L/R Buttons: Sound siren
- ↑ Control Pad: Left/right turns vehicle
- START: Pause/Options menu



TRAIN

- A Button: Move forwards
- B Button: Move backwards
- Z Button: Stop and exit vehicle
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C * Button: Rotate camera left
- C > Button: Rotate camera right
- L/R Buttons: Sound whistle
- Control Stick: No function
- + Control Pad: No function
- START: Pause/Options menu



PLATFORM CRANE

- A Button: Move platform out
- B Button: Move platform in
- Z Button: Exit plane
- C + Button: Zoom camera in
- C - Button: Zoom camera out
- C * Button: Rotate camera left
- C > Button: Rotate camera right
- L/R Buttons: Raise/lower platform
- Control Stick: Left/right moves crane left/right
- + Control Pad: Left/right moves crane left/right
- START: Pause/Options menu



WORLD SCREEN

- Green circles mean you've not found all Communication Points
- Red circles mean you've found all Communication Points
- Shows the vehicle(s) used in the level
- Little circles are training and bonus areas and show the commendation you've earned
- Big circles are main levels and show the commendation you've earned

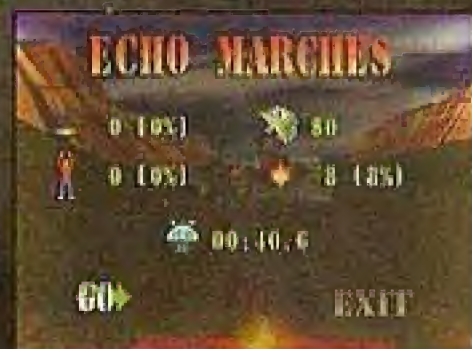


INFORMATION SCREEN

- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Commendation for clearing the path
- Commendation for destroyed and found items
- Number of communication points activated
- Name, Rank, Number of commendations

VIEW STATS SCREEN

- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Time spent in the level



ITEMS OF INTEREST

- **RDU**
Radiation Dispersal Unit. These things are triggered remotely as you drive by. They can be used for guidance as well as radiation dispersal.
- **SURVIVORS**
Survivors escape when the walls around them are destroyed. The Blast Corps chopper will swoop in to pick them up.
- **TNT**
These crates can be pushed around, but they won't be stable for long.

COMMUNICATION POINTS

Communication Points allow you to make contact with Headquarters. When activated, they break open valuable new training levels. You can access these levels from the World Screen.

BLAST CORPS SEMI

The semi at the end of the level allows you to exit after completely clearing path for the reactor.

RANK & PROMOTION

You'll receive periodic promotions depending on the number and type of commendations you earn. You can earn Gold, Silver and Bronze commendations. A Gold commendation is worth three rank points, Silver is worth two and Bronze is worth one. One Gold commendation is given per level for path clearance. The second requires all survivors, RDUs and total destruction.

When you've earned 12 rank points, you will receive a Blast Corps promotion. There are 31 different Blast Corps Ranks. Here's a list of the first 10:

ROOKIE WRECKER
TRAINED CRUSHER
EXPERIENCED RAVAGER
DECORATED DAMAGER
PROFESSIONAL RAZER

EXPERT DESTROYER
GIFTED RUINER
ACCOMPLISHED CONQUEROR
MASTER DESPOILER
DEMOLITION FANATIC

N64 CONTROLLER PAK

Using a Controller Pak with your Blast Corps game allows many game play advantages. You can save up to four game play files versus saving one file without a Controller Pak. In addition, the Controller Pak saves the best times accomplished with each vehicle in the bonus levels. Another feature that the Controller Pak offers you is the Guest Player mode. This mode allows players at the same stage of game play to access each other's bonus and main levels. Simply highlight the "stop watch" on the Information Screen and press the A Button. Use the L/R Buttons to highlight the desired player, and press the A Button to become a Guest Player. Using a Controller Pak also allows you to save 100% of your game information. If you are not using a Controller Pak, and you re-enter a level, some buildings and RDU's may reappear. As you can see, using a Controller Pak with your Blast Corps game, you can access unique game play options otherwise not available.

IMPORTANT:

REV - B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:

Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

REV - I

3-MONTH LIMITED WARRANTY

(For Hardware, Game Paks, & Accessories)

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the product (hardware, game paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

ADDITIONAL 3-MONTH LIMITED WARRANTY (Hardware only)

Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, **FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE**, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (3 MONTHS OR 6 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

NEED HELP WITH INSTALLATION,
MAINTENANCE, OR SERVICE?



Nintendo

AUTHORIZED REPAIR CENTERS
1-800-255-3700

Nintendo

Nintendo of America Inc.
P.O. Box 905, Redmond, WA, 98073-0905 U.S.A.

PRINTED IN JAPAN